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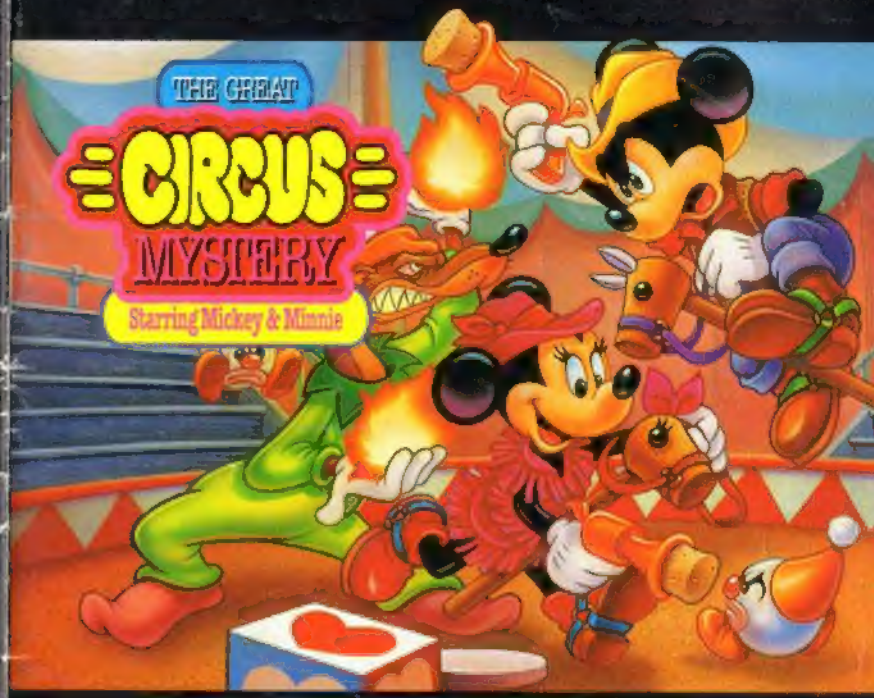

INSTRUCTION MANUAL

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CAPCOM

SUPER NINTENDO
ENTERTAINMENT SYSTEM

A Special Message from CAPCOM

Thank you for selecting The Great Circus Mystery Starring Mickey and Minnie, the latest addition to CAPCOM's library of Disney titles. Following such hits as The Magical Quest and Disney's Aladdin, The Great Circus Mystery Starring Mickey and Minnie continues the tradition of action packed games for the whole family.

The Great Circus Mystery Starring Mickey and Minnie features colorful, state-of-the-art high resolution graphics and animation. We at CAPCOM are proud to bring you this thrilling new addition to your video game library.

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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Safety Precautions

Follow these suggestions to keep The Great Circus Mystery Starring Mickey and Minnie Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.

3. DO NOT try to disassemble your Game Pak.

4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol or any other strong cleaning agents that can damage it.

Getting Started

1. Insert The Great Circus Mystery Starring Mickey and Minnie Game Pak into your Super Nintendo Entertainment System and turn the power on.

2. When the title screen appears, press the START button.

3. When the next screen appears, you will see the following choices: GAME START, PASSWORD and OPTION MODE. Push the control pad up or down to highlight the option you would like and then press the START button.
(For an explanation of the PASSWORD and OPTION MODE, please see the corresponding sections in this manual.)

4. To begin playing the game, choose GAME START and press the START button. Watch the story screens to find out what has happened at the circus or press the START button to skip the story. Once the story finishes, prepare as Mickey and Minnie set off for a land of fun and mystery!

5. To end the game at any time, simply turn your Super Nintendo Entertainment System off and remove your Game Pak.

The Great Circus Mystery

One day at the edge of town. . .

Mickey Mouse and Minnie Mouse arrive by bus to spend the day at the circus. Even though they were a bit late, the circus tents are still pitched and the fun awaits.

Mickey and Minnie suddenly see Goofy walking toward them looking very sad and not his usual, fun-loving self. "Mickey, Minnie. It's ruined! It's a shambles!" Goofy cried. "Everything in the tents is topsy-turvy."

"Come on, Goofy, we're a bit late but the day is not lost yet," Mickey replied.

"But the circus is," Goofy added. "Everybody's gone."

Mickey and Minnie are dumbfounded at what Goofy said. They both decide to go the circus anyway and see for themselves. When they get to the circus they search for clues. . .and for Donald and Pluto. Where could they be? Who has turned the world topsy-turvy?

Excitement and intrigue await Mickey and Minnie in The Great Circus Mystery.

Controlling Mickey and Minnie

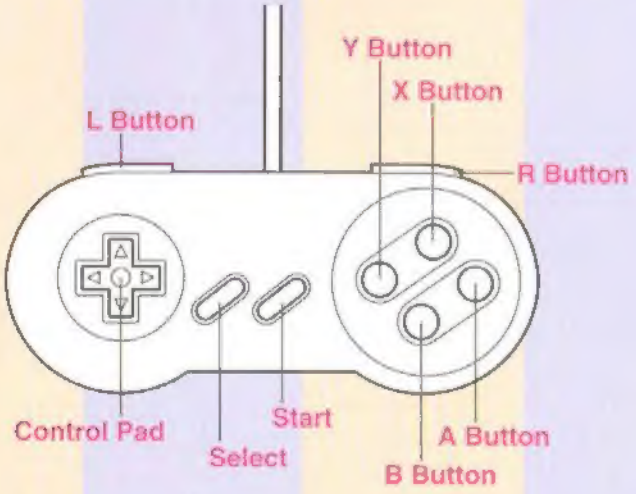
To move Mickey or Minnie left/right	Press the control pad left or right.
To make Mickey or Minnie jump	Press the B button.
To make Mickey or Minnie duck	Press down on the control pad.
To grab something or use a special power	Press the Y button.
To throw something	Grab the item and then press the Y button.
To select an outfit box	Press the L or R button.
To change outfits	Press the A button.
To pause the game	Press the START button.

Controlling Mickey and Minnie cont.

To join in with Mickey or Minnie during a 1-Player Game

Press the START button on opposite control pad.

Note: When playing a 2-player game, and one player loses all hearts and lives, the screen will say "Please Wait". Once the player who is still alive reaches the next scene, "Please Wait" will be replaced with "Press Start" and the other player may rejoin the play.



Mickey and Minnie Look for Clues

Mickey and Minnie had wanted to spend a quiet day of fun at the circus but someone has caused the circus performers to turn evil. Inside the circus Mickey and Minnie search for some clues so they can return the circus to normal and find their friends Donald Duck and Pluto.

They stumble upon Donald at the circus and he can't shed much light on what has happened to Pluto. Mickey and Minnie are on their own.

But the answer to the Great Circus Mystery does not lie completely at the Haunted Circus. The trail leads through the jungle, the Haunted House and the Frozen Plains. Hopping on the head of enemies makes them dizzy and then Mickey or Minnie can grab them and send them spinning! Search for hearts to keep them strong because when they run out, poor Mickey and Minnie lose their strength.

Mickey and Minnie Look for Clues CONT.

Watch out for the special guardians along the way, so bop them on the head until they disappear. Use whatever Mickey and Minnie have to defeat the guardians and save the circus!

Quick Switch

Mickey and Minnie set out on a great journey, but along the way they will need some help to find clues to the mystery. There are three special outfits which will aid them. When Mickey and Minnie find or are given an outfit, it appears in one of the outfit boxes.

When you want Mickey or Minnie to change outfits, press the L or R button to highlight the outfit you wish them to wear. Press the A button and in just a moment, Mickey or Minnie will reappear and be ready for action.

THE SWEEPER OUTFIT

Donald Duck does his best to help Mickey and Minnie. While he has little information about what has happened to the circus, Donald offers his Sweeper Outfit to clean up the filth that has taken over the circus.

By holding down the Y button, Mickey and Minnie can vacuum up the enemy. Yet Donald informs you that the sweeper cannot vacuum blocks. The longer you hold down the button, the more powerful the vacuum. A quick sweep with the outfit will knock the enemy out of the way. If the Sweeper Outfit vacuums the enemy right into the outfit, a coin will pop out for Mickey and Minnie to gather.

Each time Mickey and Minnie use the Sweeper Outfit, the power meter will go down. Collect lightning batteries to help them regain power.

THE SAFARI OUTFIT

When exploring the jungle and the caves, Mickey and Minnie could really use something to help them brave the steep walls. The Safari Outfit performs nicely. With the outfit on, Mickey and Minnie can reach areas not normally accessible.

The Safari Outfit also allows them to hook onto circle blocks and swing up to a higher level. Jump up to the circle, then press the Y button to catch onto the hook. Mickey or Minnie will swing back and forth while hooked to the circle, then press the B button at the height of their swing to jump off the hook.

Quick Switch CONT.

WESTERN WEAR

Some friendly ghosts who resisted the power of the evil Baron come to the aid of Mickey and Minnie. They offer some Western Wear that have some excellent powers. When using the Western Wear, Mickey and Minnie can hop around on a hobby-horse to bop an enemy on the head or to jump up to higher levels.

A cork gun also comes as part of the Western Wear, so press the Y button to shoot a cork and hit an enemy. Each time you shoot a cork, the power meter decreases. Collect the cork guns to recharge the power meter. Occasionally some enemy will taunt you by presenting a target. You have been dared to shoot at them. If you hit the target, a special item may appear for you to gather.

If you hold down the Y button until Mickey or Minnie begins to flash quickly, the Western Wear will perform the Desperado Dash. Mickey or Minnie will fly through the air across danger. Don't fly through enemy, though. The Desperado Dash is not invincible and it takes up quite a bit more of the power meter. Once again, collect the guns to recharge the power meter.

Mysterious Blocks and Treasure Boxes

When Donald searched his circus chest for the Sweeper Outfit, he made a mess of the mysterious blocks. They ended up scattered along with treasure boxes. If Mickey and Minnie are brave and smart, they can use these blocks to solve The Great Circus Mystery!

GREY BLOCKS

These blocks can only be climbed on.

GOLD BLOCKS

These blocks can be climbed on or grabbed and spun.

RED BLOCKS

These blocks can be climbed on or grabbed and spun. They will reappear after they have been grabbed.

SWING BLOCKS

Mickey and Minnie can grab hold of these and swing up to higher levels.

Mysterious Blocks and Treasure Boxes CONT.

TIME BLOCKS
Grab these blocks and spin them. Time will freeze for a moment and allow Mickey and Minnie to escape from enemy.

STAR BLOCKS
These blocks can be grabbed and thrown. When thrown, they will bounce around and take out enemy.

ARROW BLOCKS
Stand on these blocks and they will move in the direction of the arrow.

TREASURE BOXES
These boxes contain all types of treasures!

Special Items

LIGHTNING BATTERIES
Partially refills the Sweeper power meter.

CORK GUNS
Partially recharges the Western Wear power meter.

COINS
Coins can be used to buy items at General Stores that are hidden throughout the game.

APPLE
Adds 200 points to Mickey or Minnie's score.

GRAPES
Adds 500 points to Mickey or Minnie's score.

Special Items

SMALL HEART
Refills one heart on Mickey or Minnie's Health Meter.

BIG HEART
Adds an extra heart on their Health Meter.

MICKEY OR MINNIE DOLL
Gives Mickey or Minnie an extra chance to solve the mystery.

SWEEPER OUTFIT
Uses half the energy of the regular Sweeper.

WESTERN WEAR
Uses half the energy of the regular Western Wear.

Sleuthing Clues

1. Bounce off the yellow balloons in the circus to earn extra points.

2. Use the Safari Outfit to climb walls to find secret areas or items. When hanging on a Swing Block, jump off higher and further by pressing the control pad diagonally forward in the direction of the jump.

3. General Stores are hidden throughout the game. Find them and use your coins to buy special items.

4. Use the Safari Outfit to slide down the jungle vines. Mickey or Minnie will pick up speed, so try jumping in the middle of the slide to reach some elusive areas.

5. Use your special outfits to defeat the evil guardians. Keep on hitting them in the head until they are defeated.

6. Some treasure boxes don't have chain handles. Use the powers of your outfits to open these treasure boxes.

Option Mode

When the title screen appears, push the control pad up or down to move the marker next to OPTION MODE and press the START button. When the next screen appears, push the control pad up or down to highlight the option you wish to change.

DIFFICULTY
This option changes the difficulty of the computer enemies. Push the control pad left or right to change the option. In the EASY game, Mickey and Minnie start out with five hearts, while in the NORMAL there are 3 and HARD mode has 2. Also, there are more enemies that are tougher.

1 PLAYER/2 PLAYER
This option allows you to change the buttons used for the HOLD/SHOT, JUMP or CHANGE moves. Highlight the move you wish to change and then press the button you now wish to use.

Option Mode cont.

THROW
This option allows you to choose between two types of throw abilities. Push the control pad left or right to choose which type you prefer. When Mickey or Minnie bop the heads of enemies, the enemy will sit still in a daze. TYPE A allows you to grab and hold the enemy while in a daze. You may move and then throw the enemy using the Y button. If you are holding the enemy when it becomes undazed, Mickey or Minnie will lose a heart from their Health Meter. TYPE B will throw the enemy immediately after you grab it.

SOUND
This option allows you to select either STEREO or MONAURAL (MONO) sound. Push the control pad left or right to highlight the sound mode you wish to use.

EXIT
Highlight this option and press the START button to exit the OPTION MODE with your changes intact.

Continue With Passwords

During The Great Circus Mystery, should Mickey or Minnie lose all their lives due to damage inflicted by enemy, the game will end. Goofy will appear and ask if you would like to continue the game. Push the control pad left or right to choose YES or NO. Then press the START button. If you select YES, you will continue the game at the beginning of the last marked point in the level. The marked points occur when you make it to the end of a scene and the screen fades out and fades back in with the new scene.

If you select NO, a password will appear. Once the film stops moving, four pictures of Disney characters will appear. Write down the characters in order from left to right and this is your password.

Continue With Passwords CONT.

When you want to continue your game, select PASSWORD from the title screen. The password for Level 1 will automatically appear on the PASSWORD screen, or the current password will appear if you just RESET your game. Highlight the picture you want to change by pressing left or right on the control pad.

Then press up or down on the control pad to change the pictures. When you have finished entering your password, press the START button and your game will begin. If you have entered an incorrect password, the message YOU HAVE FAILED will appear and you will be returned to the title screen.

CAPCOM Limited Warranty

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)774-0400. Our Consumer Service Department is in operation from 8:30 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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Strategy Notes

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